

○ Etude, Originale ● ? [*]

2016.02.07

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1. **Be6** The play revolves around White trying to keep the Black king out of the h8 corner. If it ever reaches there, then the game will be a draw, because White's bishop is on the wrong colour squares to force through the rook-pawn; the best White would be able to do is stalemate **Ke7** 2. **h6 Kf6** 3. **Bf5 Kf7** 4. **Bh7 Kf6** 5. **Kf4** and with the Black king permanently locked out of the h8 corner, White can win by bringing up the king